ABDULLAH MOHAMMED

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SKILLS

TECHNICAL SKILLS: C++, JavaScript, Java, SQL, React, HTML, CSS, Github, Linux, Python
SOFT SKILLS: Self Starter, Hard Working, Reliable, Problem Solving, Adaptable

EDUCATION

University of California Davis Sept. 2017 - July 2021
B.S. Computer Science 2021
Technology Management minor 2021
Data Structures and Algorithms, Software Development and Object-Oriented Programming (C++), Programming and Problem Solving (C), Computer Organization and Machine Dependent Programming, Algorithm Design and Analysis, Database Systems, Operating Systems, Web Development(JavaScript, HTML, CSS, React), Artificial Intelligence(Python), Machine Learning(Python)

PROFESSIONAL EXPERIENCE

Incorta, ***Software Engineer Intern***, San Mateo, CA June 2018 - Sept. 2018

• Comment Feature:
- Implemented backend for comments feature using SQL and Java for Incorta, a data analytic application.
- Built real time comment feature allowing the user to see the state of the insight when the comment was added.
- Followed scrum methodologies during product development through sprints, daily stand-ups, and frequent code reviews allowing for a high quality end product.
- Presented overview of comments feature upon completion of the product to an audience of 5 senior engineers which was well received and sent to the CEO.

• Incsql:
- Developed a command line interface using apache CLI and Java for the Incorta data analytic application.
- Programmed feature where users can type and execute SQL commands through the terminal.
- Created feature where users can view their SQL tables enabling a more user friendly experience.

PROJECTS

Masjid Donation App Oct. 2021 - Nov. 2021
- Developed an online portal for my local mosque where users can donate and view past donations they made
- Used Google authentication API to handle login, Stripe payment API for payment processing, and stored user data using SQL
- Used node.js and Express to allow server-side logic, Sqlite3 to store user data, JavaScript, and HTML and CSS

Housing Price Prediction July 2021
- Lead a team of 7 students to create a Machine Learning model that uses housing data to predict the price of a house in the current market given its factors
- Programmed various machine learning models using Python, Pandas, and SciKit-Learn and tested multiple types of regressions to find the one that yielded the most accurate results
- Each model was tested using a 10 fold cross validation and the model with the lowest RMSE was used in our final report

"Slice the Pie" Web App May 2021 - June 2021
- Built a web app where users partition university funding into various categories within a responsive pie chart and are shown actual funding allocations afterwards.
- Used React to build the user interface, D3 for the interactive pie chart component, and CSS to style the web pages.

Fitness Tracker Web App Mar. 2021 - Apr. 2021
- Built a web app where users can sign in with their Gmail account and log past fitness activities, view a bar graph of their completed past activities, and add future fitness activities.
- User login is handled through Passport.js authentication and data unique to their account is stored using SQL.
- Used Express to allow server-side logic, Sqlite3 to store user data, JavaScript to handle user actions, and HTML and CSS to design the webpage.

AWARDS

Regents Scholarship, University of California Davis Sept. 2017 - July 2021
One of the most prestigious awards given to specially selected freshman and juniors.

Dean's Honor List - College of Letters and Science, University of California Davis Spring 2021
Awarded to the top 16% of students according to GPA in the same class level and college during that quarter.

University Honors Program, University of California Davis
Enriched undergraduate education given through interdisciplinary curriculum awarded to specially selected students.

ACTIVITIES

Computer Science for Kids, *Marketing and Public Relations Board*, *Tutor* Aug. 2018 - June 2020
- Developed curriculums with other board members and walked 30+ elementary students through multiple programming workshops in the form of fun interactive Scratch projects.
- Reached out elementary school faculty and created flyers for our program increasing program participation by 4 schools and our tutor count by 8 members.